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24

TWIN-POD CLOUD CAR

Wing Guard patrol vehicle

Ugnaught workers

Bespin's Cloud City

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STAR WARS

"IF YOU CAN BRIBE A MEMBER OF BESPIN'S WING GUARD INTO TAKING YOU ON A SPIN AROUND CLOUD CITY, YOU WON'T REGRET SPENDING THE CREDITS. THE VIEWS ARE STUNNING."

EXERPT FROM ULLOCK'S UNDERGROUND GUIDE TO BESPIN

The twin-pod design and the sunset orange colouring became so inextricably associated with its place of origin that the Storm IV twin-pod cloud car was often just called the Bespin cloud car. Built by Bespin Motors, this blisteringly fast little vehicle flew the skies around the legendary Cloud City, fulfilling both security and civilian duties. Eventually, it was exported across the galaxy, giving Bespin Motors a financial success in difficult times.

THE LEGEND
OF THE CLOUD CAR

Bespin Motors was formerly a division of Incom Corporation – the company behind the X-wing starfighter. As the Empire took over Incom, Bespin Motors was bought out by its executives and the authorities on Cloud City itself. One reason for this fiscal confidence was the success of the Storm IV twin-pod cloud car.

Although other manufacturers had created high-altitude repulsorlift vehicles in the past, the Bespin Motors Storm IV twin-pod cloud car was the first to receive this designation. Rather than being a repulsorlift vehicle that happened to have a huge flight ceiling, the unconventional cloud car was designed from the outset to operate on a gas giant such as Bespin.

Many of the Incom engineers who had helped to construct Cloud City had stayed on with Bespin Motors. They initially created the Storm IV as a vehicle for local law enforcement officials, Bespin's Wing Guard, to patrol both the city and the surrounding skies. However, the craft could also fly civilians from place to place as a personal transport or as a tourist entertainment.

Twin-Pod Power

The design of the Storm IV was unusual but effective. Two flight pods, pressurised and armoured but not shielded, were connected by a strut that contained the main drive engine – a scaled-down version of the powerful Quadex Kyromaster dual ion engine that was capable of propelling the Storm IV to speeds of around 1500kph. In the same unit, the secondary repulsorlift engine provided additional speed as well as adding more manoeuvrability to an already agile craft. Furthermore, the repulsorlift engine allowed the

cloud car to negotiate the maze of canyon-like streets and towers of Cloud City in safety.

The dual engine block was left open to the elements, reducing heat considerably and saving on the need for bulky cooling systems. Though the Storm IV could enter low orbit, the vessel had no life support equipment aboard as standard. Purely designed for flight in-atmosphere, the cloud car's considerable agility was due to a mixed system of directional jets, steering vanes and rudders, and braking flaps, as well as the repulsorlift engine.

Pilot And Passenger

The two pods allowed for a pilot plus a passenger – usually a gunner. The pilot sat in the left pod, which carried the impressive array of navigational and communications systems that was essential with no terrain on which to orient when flying out beyond the city. The gunner sat in the right pod controlling two blaster cannons, which could either both be mounted in his pod, or one on each pod. Sensor suites, specific to the needs of the occupants, filled the nose of each pod. These could be replaced with more compact versions to allow for additional power packs so that more potent weapons could be mounted.

BATTLE ON BESPIN

DOUBLE-DEALING A DARK LORD

After barely escaping the Imperial blockade over Hoth, dodging asteroids and a huge space slug, before finally 'attacking' a Star Destroyer (only to clamp onto the command tower and hide), Han Solo needed a sanctuary where he could repair his ship. He chose Cloud City, home to an old friend.

As Han Solo headed off to Bespin, the *Millennium Falcon* was being tracked by Boba Fett. The bounty hunter knew of Solo and Calrissian's on-off friendship so after following the *Falcon* long enough to deduce its intended destination, Fett alerted Darth Vader and made sure he arrived well ahead of Solo and the other fugitives.

Lando's Dilemma

Calrissian had fallen out with Han on Ylesia a few years before, but he was by no means happy to betray his old friend to the Empire. However, he also owed it to the citizens of Cloud City to try to prevent an Imperial take-over. Even as Han, Chewbacca, Princess Leia and C-3PO arrived, Lando was trying to figure a way out. Unfortunately, events were moving too fast and the threat from Vader, not to mention Fett, was too great. But Lando was sure that he could work something out.

Vader's Prize

Darth Vader had hoped that Luke Skywalker would be aboard the *Millennium Falcon*. Even as the ship arrived, he sensed that this was not the case. However, the Sith Lord knew that he could lure Luke to Cloud City by causing his friends pain. Once Solo, Leia and Chewbacca were captured, Vader ensured that they were tortured. At the same time, contrary to what he had told Calrissian, he arranged to have Leia and Chewbacca taken into custody and for a permanent garrison to be left on Cloud City,

placing it under Imperial control. Solo would be handed over to Boba Fett – carbon-frozen to test the Bespin facility ahead of using it on Luke.

Conflict In The Clouds

Though Han was taken by Boba Fett, Calrissian freed the other prisoners and alerted the citizens of Cloud City. Vader battled Luke, but despite losing his hand, and the revelation that Darth Vader was his father, Luke chose potential suicide over joining the Dark Lord – though he was later rescued by the *Falcon*. Vader had failed, and the Empire's victory at Hoth now rang hollow.

"What have you done to my ship?"
"Your ship? Hey, remember, you lost her to me fair and square."

Han Solo & Lando Calrissian

LOBOT

CHIEF ADMINISTRATIVE AIDE ON CLOUD CITY

A near-ghostly presence around Cloud City, and never seen far from Lando's side during Calrissian's term as Baron Administrator, the cyborg Chief Administrative Aide Lobot was vital to the running of the city. In fact, in many ways, Lobot was an extension of the city itself.

Lobot's early life was both complex and unpleasant. Born the son of a slave trader, 30 years or so before the fall of the Old Republic, he travelled the galaxy as his father and crew preyed on the poor and the weak.

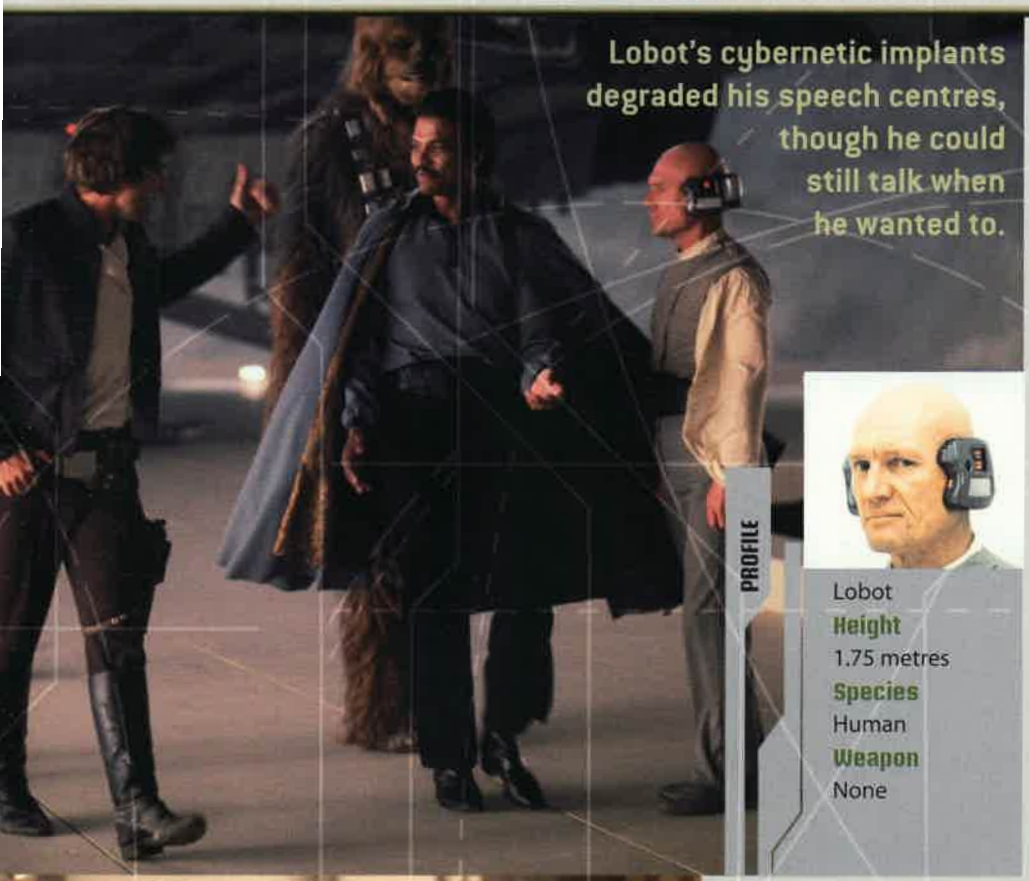
The tables were turned when Lobot was 15. His father was killed by a rival, and Lobot himself became a slave for two years. Finally, he managed to escape, finding his way to Cloud City. Few places in the galaxy offer easy refuge for someone with no money and no connections. Resorting to thieving just to live, even someone with Lobot's wits and survival instincts couldn't last long. Inevitably, he was caught and put on trial.

Official Intervention

Lobot had learned the rules of Cloud City, and he requested that the Baron Administrator herself preside over his trial. Ellisa Shallence was impressed by the young man, so much so that she offered him a way out. Sentenced to 15 years of involuntary service, Ellisa offered Lobot the choice of hard labour and a prison cell, or the chance to serve the city. Lobot chose the latter. He became the cyborg computer-liaison officer for Cloud City, and underwent hours of surgery to fit him with a BioTech Industries Borg Construct Aj˚6 cybernetic implant.

Home At Last

Lobot thrived in his new role. Permanently linked to the central computer, hard-wired into every single aspect of the running of



Lobot's cybernetic implants degraded his speech centres, though he could still talk when he wanted to.

PROFILE

Lobot
Height
1.75 metres
Species
Human
Weapon
None

Cloud City, Lobot *was* the city. He worked hard, his loyalty to the city unquestionable. He spoke so rarely that many came to believe he was mute. After his 15-year sentence was over, Lobot stayed on, his influence recognised in a new title – Chief Administrative Aide. Over the years, he was the guiding hand for many Baron Administrators, often tempering their excesses and ensuring the safety of Cloud City.

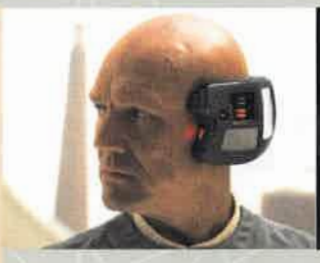
Around a year after the Battle of Yavin, Cloud City was in the clutches of the corrupt Baron Administrator Dominic Raynor.

Even Lobot's behind the scenes manoeuvring couldn't cushion the city from Raynor's inept rule. Then a gambler arrived in the city, one with a real hustler's reputation, and Raynor couldn't resist a game. The visiting gambler lost the first sabacc game, but found himself backed by an anonymous donor. Returned to the tables, Lando beat Raynor fair and square.

Perfect Partnership

So it was that Calrissian became Baron Administrator of Cloud City, thanks to Lobot and the donations of some 50,000 of the city's workers who had all wanted Raynor gone. Lobot and Lando worked extremely well together, helped by Calrissian's increasing desire to do the right thing as Baron Administrator – something that surprised him as much as it would anyone who had known him in his former life as a hustler.

For Lando, Lobot was more than simply a tool. Lobot was a partner in running the city, and someone to confide in. In short, the two became friends. Lobot assisted Calrissian in all his dealings on Bespin, including helping out the fledgling Rebel Alliance. There was even an opportunity for heroism, when Lobot saved Lando from being killed by bombs planted around the city by the sadistic droid EV-9D9.



Behind the scenes

Lobot remained unnamed throughout the majority of the filming of Episode V. Originally the character of 'Lando's Aide' had a lot of dialogue. Ultimately, the film-makers decided he had been lobotomised – hence the name 'Lobot' – and could not speak. In the Expanded Universe, Lobot can speak – he just chooses not to do so very often.

"Am I still the only one around here who knows you can talk?"
"Direct input is more efficient."

Lando Calrissian & Lobot

Imperial Entanglements

When Boba Fett and Darth Vader came to Bespin ahead of the arrival of Han Solo and the *Millennium Falcon,* Lobot did what he could to help Lando figure out a way around the situation. In the end, when Vader revealed that the Empire was to take over Cloud City, Lobot helped Lando arrange the rescue of Princess Leia, Chewbacca and C-3PO. As they fled, Lobot attempted to delay the Imperial lock-down, and tipped off R2-D2 that the Falcon's hyperdrive had been disabled. Lobot even told Artoo how to fix the drive.

Returning The Favour

Lando had a chance to help Lobot in return after the cyborg was forced to work with Imperial governor Captain Treece. A minor revolt among the Ugnaughts of Cloud City saw them damage Lobot's cybernetic motivational-programming capsule, and Lobot went rogue, even attacking Lando when he returned to retake Cloud City. Fortunately, Calrissian could repair Lobot, and the two worked to rid the city of the Imperials and defuse the 11 bombs that the Ugnaughts had planted.

Lobot stayed on in Cloud City, looking after the place even when Lando was pursuing other projects. Around five years after the Battle of Yavin, Lando lost Cloud City to Zorba the Hutt. Lobot tried to keep the damage to a minimum as Zorba struggled to milk the city for what he could over another five years. Eventually, Zorba ran into financial difficulties and ownership returned to Lando.

The Empire returned to take Cloud City back on two occasions, but still Lobot stayed on, even becoming Baron Administrator for a time. He did help Lando out still, including with the mysterious Teljkon Vagabond and on a mission to Bastion on behalf of the New Republic. Lando had given Cloud City over to the Ugnaughts to reward their long service to the city – still Lobot was there, even during the war against the Yuuzhan Vong. After all, where else would he want to be? Lobot *was* Cloud City.

THE WILD KARRDE

FLAGSHIP OF SMUGGLER TALON KARRDE

In the lives of smugglers across the galaxy, the phrase 'looks can be deceptive' becomes a code to live by. This was certainly the case for Talon Karrde and was utterly embodied by his flagship – the battered, scarred, thoroughly unremarkable-looking *Wild Karrde*.

The *Wild Karrde* started life as a Corellian Engineering Corporation Action VI Transport, but in Talon Karrde's hands, a vessel known for being slow and wallowing, not to mention unarmed and poorly armoured, was able to take down a *Victory*-class Star Destroyer at the Battle of Almania. Needless to say, *Wild Karrde* had been very heavily modified from the standard transport's original specifications.

Karrde had the hull of his flagship doubly reinforced with immense durasteel armour plates. These were so well disguised that the ship appeared untouched to all but the most experienced eyes. Also kept well hidden were no fewer than three retractable turbolaser turrets, there to give any attackers a very terminal surprise.

Power

The ship, the weapons and the military warship-grade shields that often prevented the ship's armour from being tested were kept powered up by a huge generator hidden in the bowels of the *Wild Karrde*.

The Action VI had a huge hold, and Karrde made use of the space on offer, though not necessarily for shipping cargo. Karrde's business was information. Spread throughout the galaxy, Talon Karrde had a huge network of informants feeding him news. A Hypercomm array and a bank of stolen HoloNet transceivers meant that Talon Karrde was never out of touch.

The sensor package on *Wild Karrde* cloaked the interior of the smuggler's ship, ensuring that no-one found out its secrets. At the same time, the system also fed back false transponder information and sensor data, further disguising from prying eyes what Talon Karrde was up to.

The Wild Karrde PROFILE

Type
Modified Corellian Action VI Transport

Manufacturer
Corellian Engineering Corporation

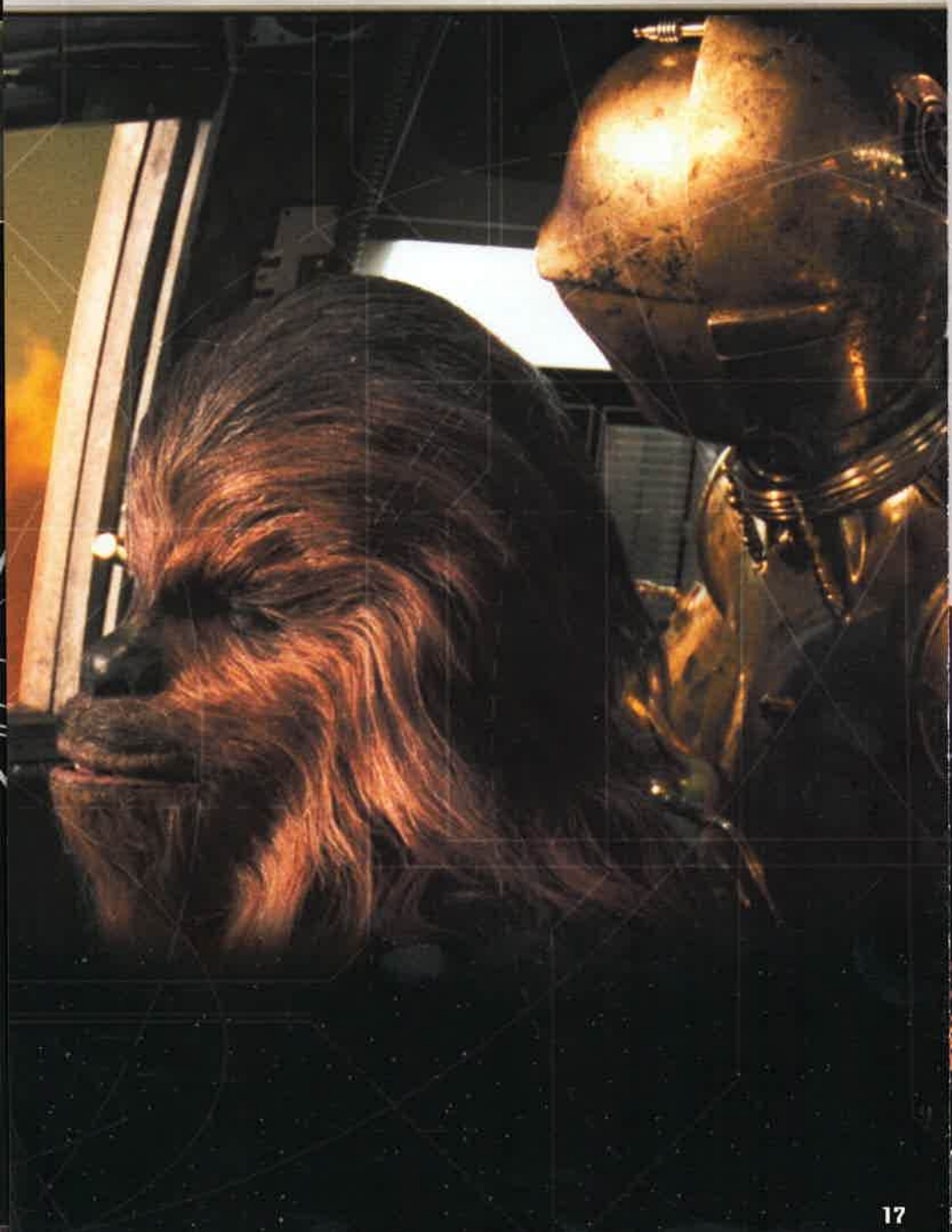
Size
125 metres long

Cargo capacity
90,000 metric tonnes

TWIN-POD CLOUD CAR

SMALL, BUT POWERFUL

The Storm IV cloud car was used extensively by the Bespin Wing Guard to intercept, inspect and, if necessary, challenge craft heading for Cloud City. While the unshielded vehicle was no real match for an agile starfighter, it could easily deal with slower freighters and threaten lone ships such as the *Millennium Falcon*.



STORM IV TWIN-POD CLOUD CAR

This air
connec
small y
system

Type
High altitude cloud car repulsorcraft

Manufacturer
Bespin Motors

Length
7 metres

Engine
Incom Tx-2 repulsorlift, Quadex Kyromaster dual ion engine

Weapons
2 x twin blaster cannons

Crew
1 Pilot, 1 gunner/passenger

Affiliation
Bespin, Cloud City

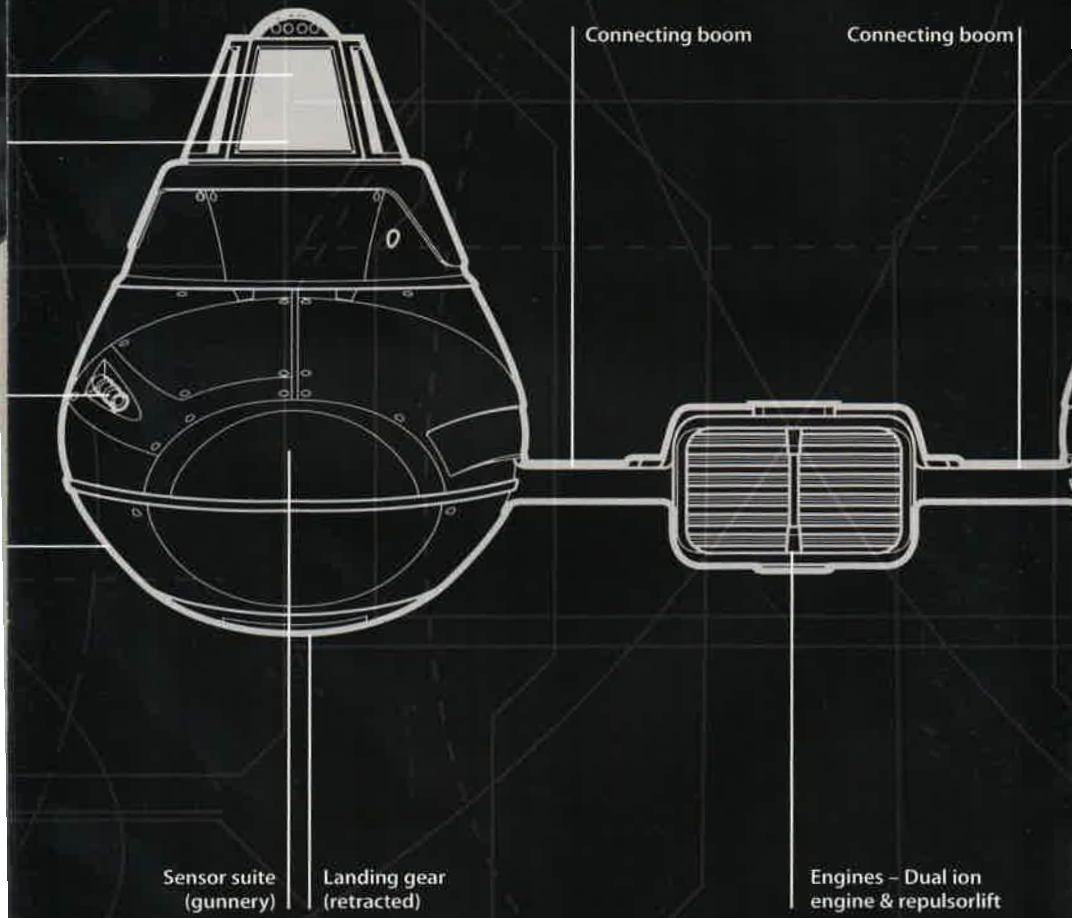
Gunnery officer's pod

Armoured canopy

Blaster cannon

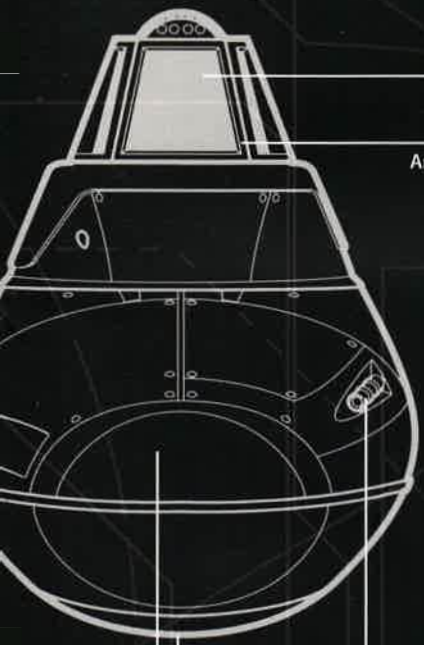
Armour plating

aircraft consisted of two armoured pods
ected by a strong engine block that housed the
l yet powerful Quadex Kyromaster dual ion engine
em and the secondary repulsorlift systems.



Beyond the Clouds

Once Bespin Motors had gone independent, the Storm IV designers went restrictions and began to create a variety of repulsorlift vehicles, for exar sold beyond the bounds of Bespin. It wasn't until the Empire actually occ Motors was officially able to bypass restrictions placed on it by Cloud City sell the Storm IV cloud car elsewhere. Very quickly, it became a huge succ found across the galaxy. Unfortunately, it also meant that the Storm IV w modified by rival companies looking to cash in on Bespin Motors' success



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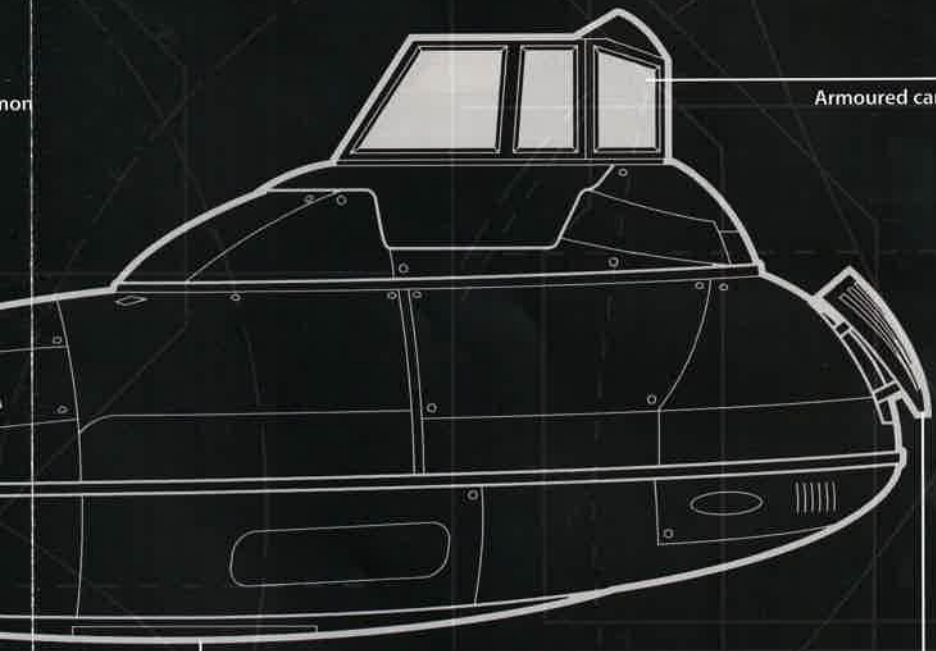

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UGNAUGHTS

CLOUD CITY'S THREE TRIBES

The Ugnaughts of Bespin have been living on Cloud City since the very beginning, having been brought in by its original owner, Ecclessis Figg, to help build it. Oft put-upon, they were a proud, hard-working people.

Lord Figg brought three whole tribes of Ugnaughts (the Botrut, the occasionally unpopular Isced, and the Irden) to Bespin – securing their services as miners and construction workers with genuine promises of freedom, a livelihood and shares in the organisation that would run Cloud City. To a porcine-humanoid people so often enslaved and brutalised, these promises positively shone. Figg was true to his word, and the tribes made Bespin their home, staying on long after the building of the city to continue to work in the Tibanna gas mining operations and as general labourers, and were even represented in the city's Parliament of Guilds.

Home From Home

Cloud City was home to many thousands of Ugnaughts, who lived in the city's lower levels and moved through a network of tunnels that only the diminutive Ugnaughts could easily navigate. However, the true centre of Ugnaught life on Bespin was Ugnaught Surface – a floating platform of roughly one square kilometre that bobbed in Bespin's atmosphere about a kilometre below Cloud City. Built from materials left over from the building of Cloud City and held aloft by huge bags of Tibanna gas, this was where Ugnaughts retired to, or lived and laboured if they did not want to work on Cloud City.

Freedom!

Originally a mining platform, from where many of the ores refined to build Figg's vision were drawn up from Bespin's lower regions, Ugnaught Surface was the centre of the Ugnaught resistance against the Imperial takeover of Bespin that had forced Lando Calrissian to flee. The Ugnaught ruler at the time, King Ozz, was helped by Calrissian, Luke Skywalker and Shira Brie to overthrow the Imperial Governor, Captain Treece. Long years later, Ozz became Baron Administrator of Cloud City when Lando gave the facility to the Ugnaughts to run.

Tradition is all

The long-lived Ugnaughts are ruled by elected *terend* councils who in turn elect their ufflor officers and their king. They live by their blood profession, with trades being handed down through the generations. Generally peaceful, Ugnaughts have a rich oral history tradition.

PROFILE

Ugnaughts

Homeworld

Gentes

Height

1 metre

Affiliation

Cloud City

BESPIN
CLOUD CITY

Four hundred years before the Battle of Yavin, an eccentric Corellian who had married into the Alderaanian royal family discovered Bespin's secret – one that allowed him to build a Tibanna gas mining platform that became known as Cloud City.

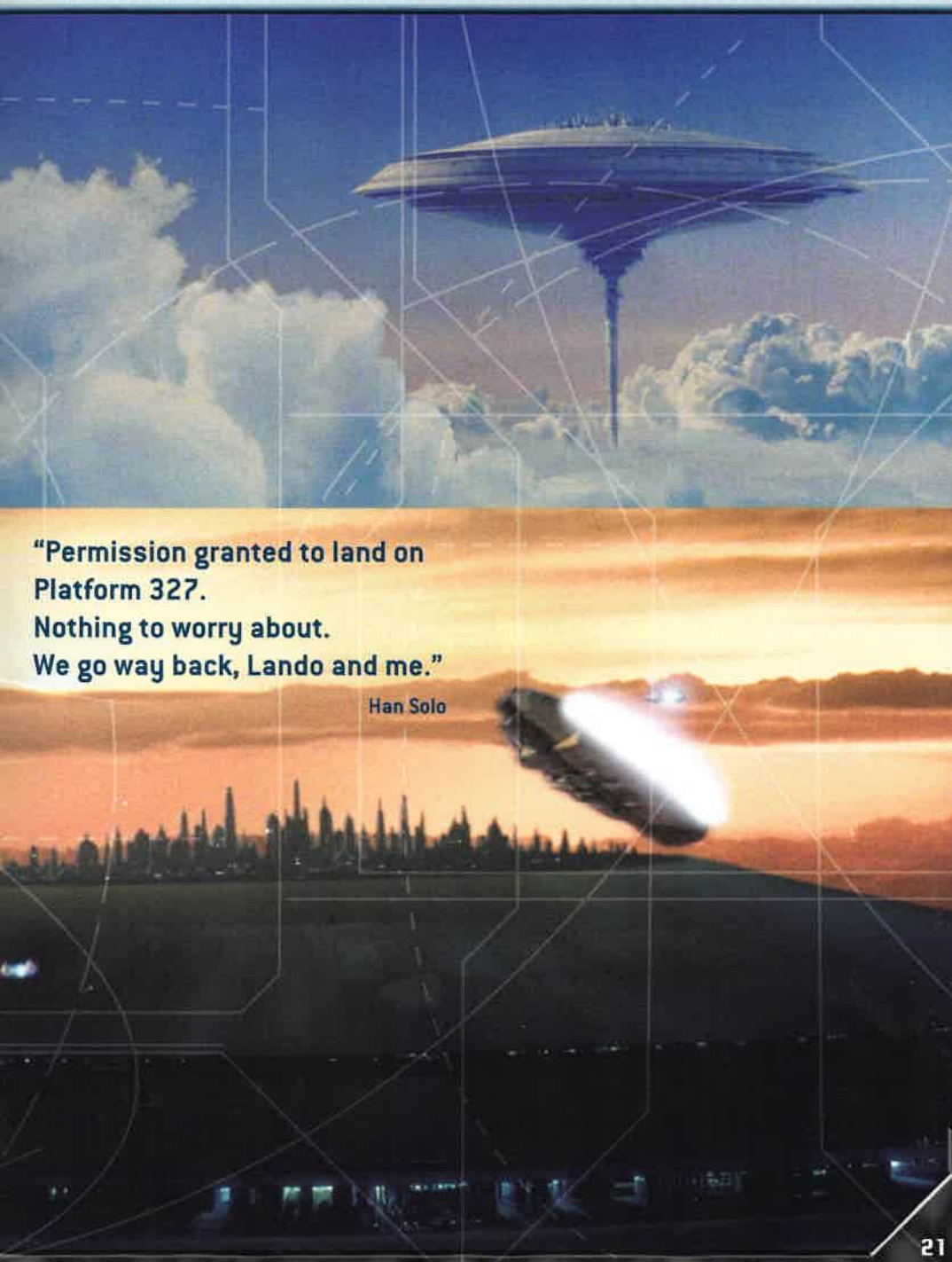
Charismatic and enthusiastic, Ecclessis Figg was an adventurer and an entrepreneur who blazed a trail across the Corellian Trade Spine, eventually earning a fortune charting new hyperspace routes. He discovered that the gas giant of Bespin, in the Anoat Sector, was not only rich in Tibanna gas – used in hyperdrive coolant amongst other things – but it had an incredible secret. The unique atmosphere of the planet created naturally occurring spin-sealed Tibanna gas, which could be used as a conducting agent in energy weapons. As spin-sealed Tibanna gas was normally only produced in an expensive and dangerous industrial process, and as it could quadruple the energy of a blaster bolt, it was a restricted and very valuable product.

Personal Vision

Recruiting Ugnaught labour from the nearby planet of Gentes, and contracting technicians from the Incom Corporation, Figg personally funded the construction of Floating Home – a small mining operation that was largely dismissed by even the Mining Guild. Working secretly, the colony mined the spin-sealed Tibanna gas and exported it in the same canisters as the regular gas.

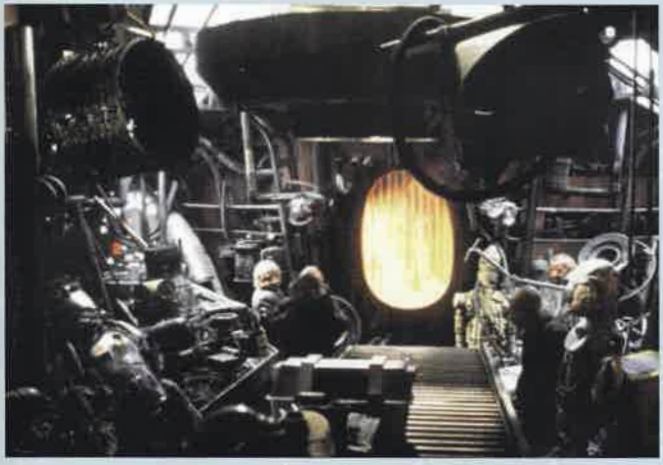
This covert operation ensured Floating Home's survival as it expanded its operations.

Slowly, over the years, as it grew in popularity and size, Floating Home's independence allowing smaller operators and even refugees to set up their own businesses. The inherent beauty of Bespin's clouds, coupled with the chance to gamble in casinos outside of the usual controls, saw the original 20-odd levels of Floating Home eventually grow into the nearly 400 levels of


"Permission granted to land on
Platform 327.
Nothing to worry about.
We go way back, Lando and me."
Han Solo

"Aren't you afraid the Empire's gonna find out about this little operation and shut you down?"
"I've just made a deal that'll keep the Empire out of here forever."

Han Solo and Lando Calrissian



Self-sufficient

To keep costs down, Cloud City had to be as self-sufficient as possible. Recycling was a major operation, and nothing was allowed to go to waste. The Ugnaughts ran the majority of these operations, and Chewbacca stumbled on one – a droid recycling smelter – when searching for C-3PO. Propped up in one corner by the smelter were the blasted remains of IG-88B, who had been destroyed by Boba Fett.

Cloud City – a tourist venue that, while off the beaten track, was popular for a time with the elite of the galaxy. This additional income, coupled with the colony's energy self-sufficiency, meant that Cloud City could turn a reasonable profit.

Alderaanian Influence

Ecclessis Figg married Yarith of the Royal House of Alderaan, and much of Cloud City's architecture was designed to honour his wife. The open airiness of the pristine corridors enhanced even the most workaday sections of the city, adding to its attraction as a tourist venue.

Cloud City consisted of 392 levels, the upper 50 of which were where the majority of luxury accommodation, hotels and casinos were based. Furthermore, the city was divided into quarters, each named after a compass point. After the main tourist area, the next 50 levels were the more expensive residences for Cloud City's non-migrant population, though not the Ugnaughts. The next 20 levels were given over to the offices and administrative complex required to run Cloud City, and marked the end of the public areas of the installation.

Levels 121 down were what many residents liked to call the real Cloud City. The industrial docks of Port Town, which extended to level 160, were where the gas-smuggling operations were based. Levels 161 to 220 included the homes of the majority of Cloud City's six million inhabitants. Earlier industrial heavy industry occupied levels 221 to 280, with the gas refineries and Ugnaught quarters from there down to 370. The remaining levels down to 392 contained the 36,000 repulsorlifts that kept the city floating, and the tractor beams that were used in the mining operations.

CLOUD CITY

EVOLUTION OF THE CONCEPT

As a concept, the city in the clouds had been part of the *Star Wars* saga since the very first rough draft of the story. Dropped from Episode IV for financial reasons, Cloud City was written into Episode V, but went through a number of iterations, being altered yet again in the 1990s.

The first version of Cloud City was intended to be the Imperial capital city on a planet called Alderaan, portrayed as a metropolitan sprawl suspended impossibly high in the sky by a thin stalk. With TIE fighters buzzing by, the original production paintings by Ralph McQuarrie depict a place that is unmistakably the predecessor to Bespin's Cloud City. Far too expensive to realise on screen for the first *Star Wars* film, the concept was abandoned only to be brought back for the second film – *The Empire Strikes Back*.

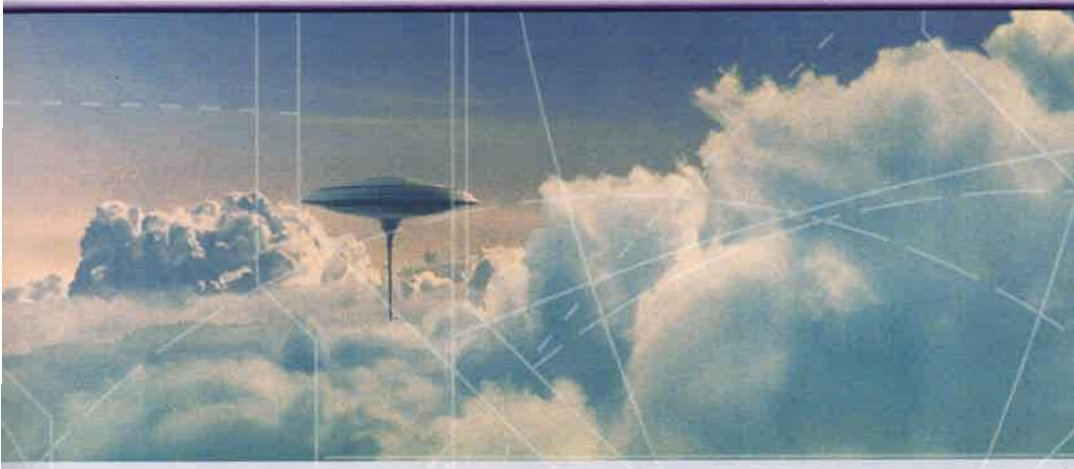
From Katbrae To Bespin To Kamino

Early story conferences between George Lucas and script writer Leigh Brackett named the 'gas planet' as Ketbrae or Kettlebrae. One idea discussed was for the planet to have a cloaking device that hid the world until visitors passed a certain distance from it. One concept to resurface was that the skies of the gas giant would feature flying whales. On Ketbrae, the inhabitants, known as Whatnots, rode these creatures to attack Han and the others, driving them back to the *Falcon*.

Descriptions of the Whatnots as tall, thin, white aliens similar to those in Spielberg's *Close Encounters of the Third Kind* make them sound eerily similar to the Kaminoans of Episode II.

Ironically, it was in *Attack of the Clones* that the flying whales finally made it into a *Star Wars* film as the Kaminoans' graceful aiwahs. Prior to this, they had also been dropped from Episode VI, when they were replaced by Jabba's sail barge, and Episode I, when they'd been part of the Gungan Grand Army.

For the original release of *The Empire Strikes Back*, ILM created Cloud City by using miniatures and



Carbonised Coffee Table

For the harrowing scene where Han Solo is frozen in carbonite, the block with the captive Corellian was made from fibreglass. The original versions had Harrison Ford's likeness at rest. However, director Irvin Kershner wanted a more anguished expression of pain on Han's face. Kershner remembers "I said 'No, he's got to be looking like he is fighting to get out; he has to look like he is in agony'".

matte paintings. For the *Falcon*'s approach to Lando's home, both the clouds and Cloud City itself were separate glass paintings created by Ralph McQuarrie. This allowed the two elements to move separately from each other so the clouds could part as the *Falcon* flies towards its refuge.

Rebuilding Bespin

For the Special Edition, ILM redid the entire approach to Cloud City sequence digitally. This allowed the *Millennium Falcon* and the cloud cars to weave their way through the clouds and through the skyline of Cloud City itself. Furthermore, the interiors of the city were reworked, with previously closed-walled corridors being opened up with windows and balconies to reveal astounding cloudscapes beyond.

TWIN-POD CLOUD CAR

A DOUBLE CREATION

BRINGING THE TWIN-POD CLOUD CAR TO LIFE

1 Director Irvin Kershner on set in front of the full-size mockup of the *Millennium Falcon* with Billy Dee Williams (Lando Calrissian).

2 The method used to composite starships against a space background would have resulted in the cloud cars being too crisp and heavily outlined.

5 A left-side view of the pilot's pod. The curved pods of the cloud car were designed to match the Art Deco look of Cloud City.

6 A rear view of the cloud car, showing the centrally mounted power unit and the rear manoeuvring flaps.

The cloud cars that were seen in the original release of Episode V were miniatures that were filmed using motion-control cameras. The limitations of bluescreen optical-compositing technology during the late 1970s required ILM to take a great deal of care in filming and placing the cloud cars into the skies of Bespin.

3 Instead, the models were filmed in multiple passes to allow a look of atmospheric distortion appropriate to the scene against the hazy clouds.

4 A front view of the final miniature of the cloud car, complete with painted pilot and gunner visible in the two cockpits.

7 The original matte painting of the skyline around Han and Leia's apartment on Cloud City. This was copied digitally for the Special Edition.

8 The cloud cars added to the Special Editions of *The Empire Strikes Back* and *Return of the Jedi* were computer-generated.

DID YOU KNOW?

1 What was the original 'city in the clouds', and where was it?

2 Who were the Whatnots?

3 The Ugnaughts almost had a close relationship with which bounty hunter?

ANSWERS:

1. Back in the first rough draft of *Star Wars*, the original cloud city was the Imperial capital on the planet Alderaan.

2. The Whatnots were a tall, thin, white alien people who attacked Han, Leia and Chewbacca on Ketbrae.

3. An early concept sketch of an Ugnaught is labelled 'Boba Fett's Gang', suggesting that the Ugnaughts from the carbon freezing chamber originally came with Fett. This was changed in pre-production, and the Ugnaughts became part of the Cloud City workforce.

STAR WARS

Ilum

Planet
Expanded Universe/
Clone Wars

An inhospitable ice world in the Ilum system, part of the Outer Rim Territories. One of the galaxy's 'lost worlds', Ilum was deliberately excised from star charts during the Old Republic, as it was one of the precious few planets that were a source of the Adegan crystals used in the construction of a Jedi's lightsaber. Though the caverns contained many green and blue crystals, and even some impossibly rare purple ones, only a few were pure enough to be cut to make a lightsaber. Fallen Jedi Count Dooku revealed Ilum to the Separatists during the Clone Wars. Later, the Empire kept a garrison on the planet to trap any Jedi survivors of the Great Purge.

Incom Corporation

Organisation
Expanded
Universe

Started 2000 years before the Battle of Yavin on the planet Fresia, Incom rose to become a leading maker of starfighters, speeders and transport spacecraft. A long-term co-production deal with the Subpro Corporation ended just before the Clone Wars, with the last joint venture, the Aggressive ReConnaissance-170 starfighter, released a few years later. Incom was developing the X-wing fighter when the Empire moved in to take over the company and the X-wing engineering team, prototypes and plans were rescued by Rebel operatives. After the fall of the Empire, the company operated under staunchly neutral terms to supply both the New Republic and the remains of the Empire.

Inertial Compensator

Technology
N/A

This device, otherwise known as an acceleration compensator or an inertial damper, makes it possible for organic pilots and passengers to fly starships and not be killed by the extreme acceleration. Compensators counteract the g-forces created when starships manoeuvre and accelerate at or to high speeds. They are also used to give simulators a more realistic feel.

InterGalactic Banking Clan

Organisation
Episodes II, III

During the Clone Wars, this alliance of Muunilinst's Council of Banking Clans and other financial institutions around the galaxy was an ally of the Confederacy of Independent Systems, but maintained profitable investments with the Old Republic. Publicly friendly and customer-focused, the considerable droid force of the Collections & Security Division was known to be somewhat strident in negotiations with those who defaulted on large loans. Despite their involvement in the Clone Wars, the IGBC survived to become a creditor to the Empire and the New Republic years later.

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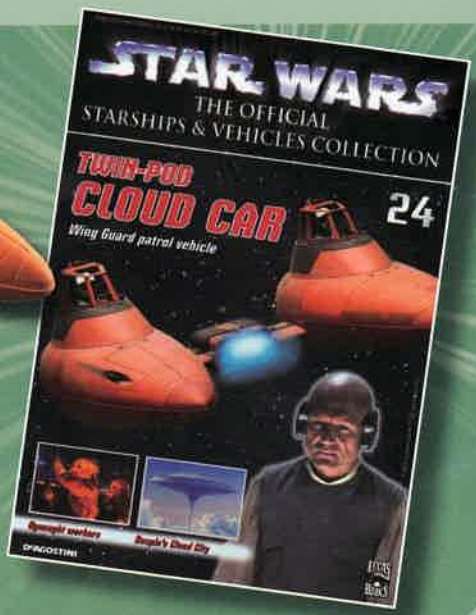

WITH ISSUE 24:
TWIN-POD CLOUD CAR

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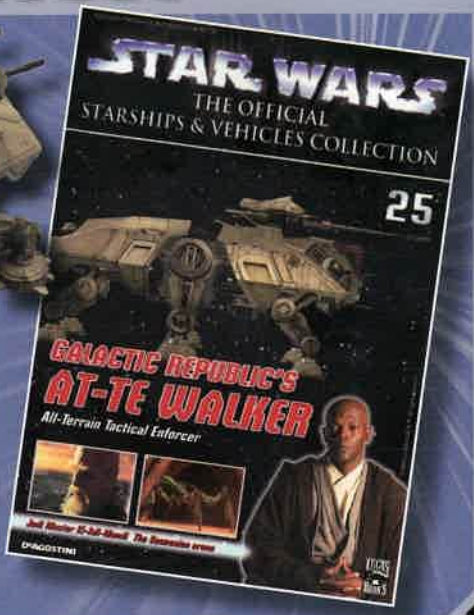

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